

LISTING OF CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A gaming machine having an improved game display comprising:
 - a plurality of polyhedral reel assemblies arranged in a generally circular shape with each reel assembly having a polyhedral reel, each polyhedral reel being rotatable about an axis, the plurality of axes having at least two non-parallel axes, each polyhedral reel having a plurality of faces, and each face having an indicium;
 - a drive mechanism connected to the polyhedral reel assembly for rotating the polyhedral reel; and
 - a central processing unit for determining a stopped position for the polyhedral reel, the central processing unit further for controlling the drive mechanism to position the polyhedral reel in the stopped position.
2. (Original) The gaming machine described in claim 1, wherein the rotating polyhedral reel is oscillating.
3. (Original) The gaming as described in claim 2, wherein the oscillation is reversed before the polyhedral reel makes a complete revolution.
4. (Original) The gaming machine as described in claim 1, wherein the drive mechanism is a stepper motor.

5. (Currently Amended) A gaming machine comprising:

a wager acceptor;

a plurality of polyhedral reel assemblies arranged in a generally circular shape with each reel assembly having a polyhedral reel, each polyhedral reel being rotatable about an axis, the plurality of axes having at least two non-parallel axes, each polyhedral reel having a plurality of faces, and each face having an indicium;

a drive mechanism connected to the polyhedral reel assembly for rotating the polyhedral reel; and

a central processing unit for determining a game outcome, the game outcome determining a stopped position for the polyhedral reel, the central processing unit further for controlling the drive mechanism to position the polyhedral reel in the stopped position to display the game outcome, the central processing unit further for determining an award for a winning game outcome.

6. (Original) The gaming machine described in claim 5, wherein the rotating polyhedral reel oscillates.

7. (Original) The gaming machine as described in claim 5, wherein the drive mechanism is a stepper motor.

8. (Currently Amended) A method for providing an improved game display for a gaming machine comprising:

rotating a plurality of polyhedral reel reels with a at least one stepper motor, the plurality of polyhedral reels arranged in a generally circular shape, each polyhedral reel having a rotatable axis, the plurality of axes having at least two non-parallel axes;

controlling the position of the polyhedral reel with a central processing unit in communication with the stepper motor;

determining a stopped position for the polyhedral reel with the central processing unit; and

stopping the polyhedral reel at the stopped position.

9. (Original) The method described in claim 8, further comprising rotating the polyhedral reel in alternating directions before reaching the stopping position.

10. (Original) The method described in claim 9, wherein the rotational direction is alternated before the polyhedral reel completes a full revolution.

11. (Currently Amended) A method for providing a wagering game comprising:
placing a wager;

rotating a plurality of polyhedral reel reels with a plurality of stepper ~~motor~~ motors, the plurality of polyhedral reels arranged in a generally circular shape, each polyhedral reel being rotatable about an axis, the plurality of axes having at least two non-parallel axes, the each polyhedral reel having a plurality of faces, and each face having an indicium;

controlling the position of the polyhedral reel with a central processing unit in communication with the stepper motor;

determining a game outcome with the central processing unit, the game outcome determining a stopped position for the polyhedral reel;

stopped the rotation of the polyhedral reel in the stopped position; and making an award for a winning game outcome.

12. (Currently Amended) A game machine comprising:

a plurality of polyhedral reels arranged in a generally circular shape, each polyhedral reel being rotatable about an axis, the plurality of axes having at least two non-parallel axes, each polyhedral reel having a plurality of faces, each face having an indicium;

a drive mechanism for rotating each of the plurality of polyhedral reels;

a plurality of pay lines formed from predetermined group of polyhedral reel selected from the plurality of polyhedral reels; and

a central processing unit for determining a game outcome, the game outcome determining a stopped position for each of the plurality of polyhedral reels, the central processing unit further for positioning each of the plurality of polyhedral reels, the central processing unit further for

positioning each of the plurality of polyhedral reels with the drive mechanism to the stopped position, the central processing unit further for making an award for a winning game outcome occurring on the at least one of the plurality of pay lines for which a wager was received.

13. (Currently Amended) A method for providing a wagering game comprising:

rotating a plurality of polyhedral reels arranged in a generally circular shape, each polyhedral reel being rotatable about an axis, the plurality of axes having at least two non-parallel axes, each of the plurality of polyhedral reels having a plurality of faces, each of the plurality of faces having an indicium;

creating pay lines from selected groups of polyhedral reels selected from the plurality of polyhedral reels;

placing a wager on at least one of the plurality of pay lines;

determining a game outcome with the central processing unit, the game outcome determining the stopped position for each of the plurality of polyhedral reels; stopping the rotation of each polyhedral reels to display the game outcome; and

making an award for a winning game outcome occurring on the at least one pay line on which the wager was placed.

14. (Currently Amended) A method for providing a bonus game comprising:

rotating a plurality of polyhedral reels arranged in a generally circular shape, each polyhedral reel being rotatable about an axis, the plurality of axes having at least two non-parallel axes, each of the plurality of polyhedral reels having a plurality of faces, each of the plurality of faces having an indicium;

determining a game outcome with the central processing unit, the game outcome determining the stopped position for each of the plurality of polyhedral reels;

stopping the rotation of each polyhedral reel at the stopped position to display the game outcome; and

making an award for a winning game outcome.

15. (Original) The method as described in claim 1, wherein the rotating of the plurality of polyhedral reels is an oscillating rotation.

16. (Original) The method as described in claim 14, wherein each polyhedral reel is sequentially stopped.

17. (Original) The method as described in claim 15, wherein the award is the sum of all credit values displayed on the stopped reels.

18. (Original) The method as described in claim 17, wherein the award is the sum of all the credit values displayed on the stopped reels multiplied by the product of each multiplier displayed on the stopped reels.

19. (Currently Amended) A gaming machine comprising:
a plurality of polyhedral reels arranged in a generally circular shape, each polyhedral reel being rotatable about an axis, the plurality of axes having at least two non-parallel axes, each polyhedral reel having a plurality of faces, each face having an indicium;
a drive mechanism for rotating each of the plurality of polyhedral reels;
a pay line formed from a predetermined group of polyhedral reels selected from the plurality of polyhedral reels;
a wager acceptor for receiving a wager on the pay line; and
a central processing unit for determining a game outcome, the game outcome determining a stopped position for each of the plurality of polyhedral reels, with the drive mechanism to the stopped position determined for each of the plurality of polyhedral reels, the central processing unit further for making an award for a winning game outcome.